COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
Abena	1
PATHS	**ANCESTRY**
Hunter (Archer)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
2	15	3

HEALTH MAXIMUM	CURRENT	DEFLECT
12		0

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
2	13	1

FOCUS MAXIMUM	CURRENT
3	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
3	14	1

INVESTITURE MAXIMUM	CURRENT
0	0

3	AGILITY (SPD)	○○○○○
2	ATHLETICS (STR)	○○○○○
2	HEAVY WEAPONRY (STR)	○○○○○
5	LIGHT WEAPONRY (SPD)	●●○○○
3	STEALTH (SPD)	○○○○○
3	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

2	CRAFTING (INT)	○○○○○
2	DEDUCTION (INT)	○○○○○
1	DISCIPLINE (WIL)	○○○○○
1	INTIMIDATION (WIL)	○○○○○
2	LORE (INT)	○○○○○
2	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

1	DECEPTION (PRE)	○○○○○
3	INSIGHT (AWA)	○○○○○
1	LEADERSHIP (PRE)	○○○○○
5	PERCEPTION (AWA)	●●○○○
1	PERSUASION (PRE)	○○○○○
4	SURVIVAL (AWA)	●○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lbs.	30 ft.	1d6	20 feet when obscured

CONDITIONS & INJURIES

EXPERTISES

Alethi and Azish: You speak these languages and automatically know basic facts about their cultures. You can make Lore tests to recall related obscure information.

Shortbows: Gain Quickdraw.

Botany: You can automatically identify many plant species. You can make Lore tests to recall related obscure information.

WEAPONS

Shortbow
+5 vs. Physical (1d6 + 5 keen dmg)
- Two-handed, ranged [80/320]
- *Quickdraw:* You can draw this weapon as ▷.

Unarmed
+2 vs. Physical (3 impact dmg)

You do not begin play with a Shortspear, but you can use these stats if you find one during the adventure:

Shortspear
+5 vs. Physical (1d8 + 5 keen dmg)
- Two-handed, melee

TALENTS

Seek Quarry
After spending 1 minute preparing, choose a character you can sense or who you've previously encountered. That character becomes your quarry until you choose to end this effect (▷) or select a new quarry.

You gain an advantage on tests made to find, attack, or study your quarry (such as the Gain Advantage action).

Tagging Shot
Activation: ▶▶▶
Move up to 5 feet and make a ranged weapon attack against the Physical defense of a target. *Hit or Graze:* The target becomes your quarry for your Seek Quarry talent.

STORMLIGHT™ CAMPAIGN SETTING

PLAYER NAME

CHARACTER NAME	LEVEL
Abena	1
PATHS	**ANCESTRY**
Hunter (Archer)	Human

PHYSICAL			COGNITIVE			SPIRITUAL		
STRENGTH	DEFENSE	SPEED	INTELLECT	DEFENSE	WILLPOWER	AWARENESS	DEFENSE	PRESENCE
2	15	3	2	13	1	3	14	1

Abena (Hunter)

RUNNING ABENA

Abena is a highly perceptive character who is good at spotting danger, surviving on the Shattered Plains, and fighting in melee or at range.

During non-combat scenes, or during a rest, you should choose a suspicious character or known enemy and use Seek Quarry to designate them as your quarry. You'll gain an advantage on any tests you make to pursue or attack your quarry!

If you find yourself fighting a new or unexpected enemy, try taking a slow turn and using your three actions to make a Tagging Shot. This is a special attack that makes the enemy your quarry on a hit or graze.

ARMOR & EQUIPMENT

Sadeas army uniform (Deflect 0)
Shortbow
Backpack containing:
- Canteen of water
- Small copper pot
- Rations (3 meals)
- Flint and steel
- Whetstone
- Blanket

MARKS 35

BACKSTORY

You spent your childhood in the Azish Empire, living in its capital city of Azimir. You were raised to revere your country's intricate bureaucracy and complex legal system, but became disillusioned with your work as a bailiff. Too often, you saw those in power hide behind the law while innocent people suffered.

Seeking a new life, you traveled east to the Shattered Plains. You have taken a job as a scout, and enjoy exploring the plateaus. But life in the warcamps can be brutal, and you've observed that the ordinary citizens of Alethkar are even more oppressed than those in your homeland.

PURPOSE

Help people who are suffering.

OBSTACLE

You rush into situations, forgetting your own safety when there's a chance to help others.

GOALS

Gain respect as a highly skilled scout. ○○○

_____ ○○○

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_____ ○○○

_____ ○○○

CONNECTIONS

COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
Jomari	1
PATHS	**ANCESTRY**
Agent (Thief)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
1	14	3

HEALTH MAXIMUM	CURRENT	DEFLECT
11		1

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	13	2

FOCUS MAXIMUM	CURRENT
4	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	15	3

INVESTITURE MAXIMUM	CURRENT
0	0

4	AGILITY (SPD)	●○○○○
1	ATHLETICS (STR)	○○○○○
1	HEAVY WEAPONRY (STR)	○○○○○
4	LIGHT WEAPONRY (SPD)	●○○○○
3	STEALTH (SPD)	○○○○○
4	THIEVERY (SPD)	●○○○○
	_____ (___)	○○○○○

1	CRAFTING (INT)	○○○○○
1	DEDUCTION (INT)	○○○○○
2	DISCIPLINE (WIL)	○○○○○
2	INTIMIDATION (WIL)	○○○○○
1	LORE (INT)	○○○○○
1	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

4	DECEPTION (PRE)	●○○○○
3	INSIGHT (AWA)	●○○○○
3	LEADERSHIP (PRE)	○○○○○
2	PERCEPTION (AWA)	○○○○○
3	PERSUASION (PRE)	○○○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lbs.	30 ft.	1d6	10 feet when obscured

CONDITIONS & INJURIES

EXPERTISES

Alethi and Reshi: You speak these languages and automatically know basic facts about their cultures. You can make Lore tests to recall related obscure information.

Knives: Gain Offhand + Thrown [20/60].

WEAPONS

Knife
+4 vs. Physical (1d4 + 4 keen dmg)
- Discreet, melee
- *Thrown [20/60]:* Can be thrown at a target ≤20 feet, or ≤60 feet with a disadvantage.
- *Offhand:* Make an offhand Strike for 1 focus and ▶.

Unarmed
+1 vs. Physical (2 impact dmg)

TALENTS

Cheap Shot
Activation: ▶
While you have a hand free, spend 1 focus to make an unarmed attack using Thievery vs. the Cognitive defense of an enemy of your size or smaller, raising the stakes when you do. *Hit:* The target becomes Stunned until the end of their next turn. *Hit or Graze:* Spend ◈ to steal one item on the target's person that they aren't holding or wielding (GM's discretion).

Opportunist
Once per round, when you roll a plot die, you can reroll that result. The original roll has no effect and you must use the new result.

STORMLIGHT™
CAMPAIGN SETTING

PLAYER NAME

CHARACTER NAME: Jomari
LEVEL: 1
PATHS: Agent (Thief)
ANCESTRY: Human

PHYSICAL			COGNITIVE			SPIRITUAL		
STRENGTH	DEFENSE	SPEED	INTELLECT	DEFENSE	WILLPOWER	AWARENESS	DEFENSE	PRESENCE
1	14	3	1	13	2	2	15	3

Jomari (Agent)

RUNNING JOMARI

Jomari is a nimble, fast-talking thief with a knack for getting out of trouble. You're a bridgeman now, angling for a way to make your escape.

With your Opportunist talent, you're luckier than other characters. When you take bold or risky actions, ask the GM if you can "raise the stakes." If the result adds a Complication, you can always reroll.

Your Cheap Shot is a great move that can leave your foes Stunned. This attack automatically raises the stakes; on an Opportunity, you can pick their pocket or grab something from their belt. (A Stunned character gains two fewer ▶ and doesn't gain a reaction on their turn.)

Because you have the Knives expertise, you pay just 1 focus (instead of 2) to make an offhand strike. That means you can attack twice. You still need to spend an action (▶) and make another attack roll, but dealing 1d4 + 4 twice in a turn can be very effective.

ARMOR & EQUIPMENT

Leather bridge crew vest (Deflect 1)
Two concealed knives
Lockpick *(advantage on Thievery tests to pick locks, breaks on a ✳)*
Carapace bead necklace (personal item)

MARKS 3

BACKSTORY

Growing up in the Reshi Isles, you dreamed of adventure. You found it as a stowaway on a merchant vessel. Stealing only what you needed to survive, you made your way to the Shattered Plains in search of opportunity. But when you stole from the wrong brightlady, you were pressed into service as a bridgeman.

You're desperate to return to freedom, but buying out your indentured servitude would cost 200 marks. Now you plot other ways to escape, so you can return to being the hero of your own story.

You feel some loyalty to the other members of Bridge Nine, including Doral (an older man), Aran (a teen like you), Khesh (a former spearman), and Vedd (a middle-aged veteran).

PURPOSE

Prove that in spite of your humble past, you have a great destiny to fulfill.

OBSTACLE

You're impulsive and rankle under authority.

GOALS

Earn freedom or escape the bridge crew. ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○

CONNECTIONS

COSMERE® ROLEPLAYING GAME

PLAYER NAME

CHARACTER NAME: Palinor

LEVEL: 1

PATHS: Leader (Champion)

ANCESTRY: Human

PHYSICAL

STRENGTH	DEFENSE	SPEED
3	15	2

HEALTH MAXIMUM	CURRENT	DEFLECT
13		2

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	13	2

FOCUS MAXIMUM	CURRENT
4	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
1	14	3

INVESTITURE MAXIMUM	CURRENT
0	0

2	AGILITY (SPD)	○○○○○
4	ATHLETICS (STR)	●○○○○
5	HEAVY WEAPONRY (STR)	●●○○○
2	LIGHT WEAPONRY (SPD)	○○○○○
2	STEALTH (SPD)	○○○○○
2	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

1	CRAFTING (INT)	○○○○○
1	DEDUCTION (INT)	○○○○○
2	DISCIPLINE (WIL)	○○○○○
2	INTIMIDATION (WIL)	○○○○○
1	LORE (INT)	○○○○○
1	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

3	DECEPTION (PRE)	○○○○○
1	INSIGHT (AWA)	○○○○○
5	LEADERSHIP (PRE)	●●○○○
1	PERCEPTION (AWA)	○○○○○
3	PERSUASION (PRE)	○○○○○
1	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
500 lbs.	25 ft.	1d6	10 feet when obscured

CONDITIONS & INJURIES

WEAPONS

Longspear
+5 vs. Physical (1d8 + 5 keen dmg)
- Two-handed, melee; reach 10 ft.
- *Defensive:* You can Brace without cover.

Unarmed
+4 vs. Physical (1d4 + 4 impact dmg)

EXPERTISES

Alethi and Listener: You speak these languages and automatically know basic facts about their cultures. You can make Lore tests to recall related obscure information.

Longspears: Gain Defensive.

TALENTS

Decisive Command
Activation: ▶
Spend 1 focus to choose an ally you can influence within 20 feet. The next time they make a test before the end of their next turn, they can roll your command die (1d4) along with the other dice for that test. After rolling, they can choose one die roll from that test and add the command die to that roll.

Combat Coordination
Activation: ▷
After you use the Strike action, use Decisive Command as ▷. If your Strike didn't hit, you don't have to spend the usual focus for Decisive Command.

STORMLIGHT™ CAMPAIGN SETTING

PLAYER NAME

CHARACTER NAME	LEVEL
Palinor	1
PATHS	**ANCESTRY**
Leader (Champion)	Human

PHYSICAL			COGNITIVE			SPIRITUAL		
STRENGTH	DEFENSE	SPEED	INTELLECT	DEFENSE	WILLPOWER	AWARENESS	DEFENSE	PRESENCE
3	15	2	1	13	2	1	14	3

Palinor (Leader)

RUNNING PALINOR

Palinor is a straightforward (if sometimes overzealous) hero. He's no scholar, but he handles himself well in combat and in conversations.

In and out of combat, make frequent use of your Decisive Command, roleplaying a few words of advice or encouragement. The target receives an extra d4 that they roll along with their skill test. (If it's an attack, they can add it to their d20 roll or damage roll after they've seen both.)

With Combat Coordination, you can use Decisive Command for free when you miss or graze with an attack.

Your longspear has an extra 5 feet of reach, so you can attack non-adjacent foes. Make the most of its Defensive trait by using the Brace action to give foes a disadvantage on attacks targeting you.

Outside of combat, you have strong social skills, including Leadership. Use it instead of Persuasion to inspire NPCs, command subordinates, or draw attention to yourself.

ARMOR & EQUIPMENT

Breastplate (Deflect 2)
Longspear
Backpack containing various supplies:

- Bedroll
- Canteen of water
- Rations (3 meals)
- Whetstone
- Vial of oil and cloth (to clean weapons)
- Drawing of your parents and siblings
- Dress uniform

MARKS 35

BACKSTORY

A model citizen of Alethkar, you have traveled to the Shattered Plains from the distant city of Tomat, where your parents worked as merchants. For the past year, you have served in the army of Highprince Sadeas. You're a capable fighter and you've gained a lot of experience with the Parshendi, even picking up some of their language.

Recently, you were promoted to the rank of squadleader. You're devoted to your fellow soldiers, but you currently serve under a particularly cruel lighteyed captain named Selinar. For now, you endure his petty tyranny while working toward a transfer to another platoon. You have more fondness for Eliah Matal, a scholar and archaeologist who asked for you to be assigned to this mission.

PURPOSE

Fight injustice by inspiring others to be their best selves.

OBSTACLE

Your high moral standards can come across as arrogance or inflexibility.

GOALS

Get promoted to sergeant. ○○○

_____ ○○○

_____ ○○○

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_____ ○○○

_____ ○○○

_____ ○○○

CONNECTIONS

COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
Talani	1
PATHS	**ANCESTRY**
Envoy (Diplomat)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
3	14	1

HEALTH MAXIMUM	CURRENT	DEFLECT
13		0

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
2	14	2

FOCUS MAXIMUM	CURRENT
4	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	14	2

INVESTITURE MAXIMUM	CURRENT
0	0

1	AGILITY (SPD)	○○○○○
3	ATHLETICS (STR)	○○○○○
3	HEAVY WEAPONRY (STR)	○○○○○
1	LIGHT WEAPONRY (SPD)	○○○○○
1	STEALTH (SPD)	○○○○○
1	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

2	CRAFTING (INT)	○○○○○
2	DEDUCTION (INT)	○○○○○
4	DISCIPLINE (WIL)	●●○○○
2	INTIMIDATION (WIL)	○○○○○
3	LORE (INT)	●○○○○
2	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

2	DECEPTION (PRE)	○○○○○
2	INSIGHT (AWA)	○○○○○
3	LEADERSHIP (PRE)	●○○○○
2	PERCEPTION (AWA)	○○○○○
3	PERSUASION (PRE)	●○○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
500 lbs.	25 ft.	1d6	10 feet when obscured

CONDITIONS & INJURIES

EXPERTISES

Alethi and Listener: You speak these languages and automatically know basic facts about their cultures. You can make Lore tests to recall related obscure information.

Unarmed: Gains Momentum and Offhand.

Religion: You know basic facts and can make Lore tests to recall related obscure information.

WEAPONS

Unarmed

+3 vs. Physical (1d4 + 3 impact dmg)

- *Momentum:* Gain an advantage on a Strike if you moved at least 10 feet in a straight line towards your target this turn.
- *Offhand:* Make an offhand Strike for 1 focus and ▶.

TALENTS

Rousing Presence

Activation: ▶

Choose an ally you can influence. They become Determined until they benefit from that condition or until the scene ends.

Steadfast Challenge

Activation: ▶

Spend 1 focus to make a Discipline test against the Spiritual defense of an enemy you can influence. *Success:* The target becomes Disoriented and gains a disadvantage on tests against you until the end of their next turn.

STORMLIGHT™ CAMPAIGN SETTING

PLAYER NAME

CHARACTER NAME	LEVEL
Talani	1
PATHS	**ANCESTRY**
Envoy (Diplomat)	Human

PHYSICAL			COGNITIVE			SPIRITUAL		
STRENGTH	DEFENSE	SPEED	INTELLECT	DEFENSE	WILLPOWER	AWARENESS	DEFENSE	PRESENCE
3	14	1	2	14	2	2	14	2

Talani (Envoy)

RUNNING TALANI

Talani is a well-rounded character who can be helpful in a variety of scenes. As an ardent (a monk-like member of the clergy), she is regarded favorably by most humans.

In and out of combat, make frequent use of your Rousing Presence. When a Determined character fails a test, they can add an Opportunity to the result (then remove their Determined condition).

Your Steadfast Challenge can leave enemies Disoriented, which means they can't use reactions, their senses count as obscured, and they gain a disadvantage on Perception tests.

Thanks to your Unarmed expertise, your punches and kicks have the momentum and offhand traits. Move at least 10 feet toward your target before attacking to gain an advantage. Afterward, you can make another attack by spending 1 focus and ▶.

Finally, your expertise in Religion means you automatically know a lot about religion, and can recall obscure facts that non-experts wouldn't know.

ARMOR & EQUIPMENT

Ardent uniform (Deflect 0): *Presentable*
Antiseptic (weak, 5 doses): *After a short rest, you can apply 1 dose to a character (you can choose yourself) to restore 1d6 health.*
Satchel containing various supplies:

- Pen and ink
- Paper (5 sheets)
- Empty bottle
- Handheld mirror
- Flute

MARKS

BACKSTORY

As an ardent, you have dedicated your life to the Vorin church and have taken vows of poverty and devotion. You were assigned to the family of Brightlady Eliah Matal and traveled to the Shattered Plains, where Alethi armies wage the War of Reckoning against the Parshendi. Your training qualifies you to guide soldiers in their combat conditioning, or scholars in their research.

You appreciate the opportunity to serve the church while exploring both sides of your own identity, but you have studied the listener culture and question why they must be conquered. While your religion glorifies military triumph, you secretly pray for the war to end in peace.

PURPOSE

Find a way to forge peace between humans and listeners.

OBSTACLE

You fear being branded a heretic if you reveal your true feelings about war.

GOALS

Learn more about the listener people. ○○○

_____ ○○○

_____ ○○○

_____ ○○○

_____ ○○○

_____ ○○○

_____ ○○○

_____ ○○○

CONNECTIONS

COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
Vedd	1
PATHS	**ANCESTRY**
Warrior (Soldier)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
3	15	2

HEALTH MAXIMUM	CURRENT	DEFLECT
13		1

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	14	3

FOCUS MAXIMUM	CURRENT
5	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	13	1

INVESTITURE MAXIMUM	CURRENT
0	0

2	AGILITY (SPD)	○○○○○
4	ATHLETICS (STR)	●○○○○
5	HEAVY WEAPONRY (STR)	●●○○○
2	LIGHT WEAPONRY (SPD)	○○○○○
2	STEALTH (SPD)	○○○○○
2	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

1	CRAFTING (INT)	○○○○○
1	DEDUCTION (INT)	○○○○○
3	DISCIPLINE (WIL)	○○○○○
4	INTIMIDATION (WIL)	●○○○○
1	LORE (INT)	○○○○○
1	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

1	DECEPTION (PRE)	○○○○○
2	INSIGHT (AWA)	○○○○○
1	LEADERSHIP (PRE)	○○○○○
3	PERCEPTION (AWA)	●○○○○
1	PERSUASION (PRE)	○○○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
500 lbs.	25 ft.	1d8	10 feet when obscured

CONDITIONS & INJURIES

EXPERTISES

Alethi and Herdazian: You speak these languages and automatically know basic facts about their cultures. You can make Lore tests to recall related obscure information.

Hammers: Gain Momentum.
Longspears: Gain Defensive.
Military Life: Recall basic facts, make Lore tests to recall obscure information.

WEAPONS

Unarmed
+4 vs. Physical (1d4 + 4 impact dmg)

You do not begin play with a Longspear or Hammer, but you can use these stats if you find these weapons during the adventure:

Hammer
+5 vs. Physical (1d10 + 5 impact dmg)
- Two-handed, melee
- *Momentum:* If you moved at least 10 feet in a straight line toward your target this turn, gain an advantage on the attack.

Longspear
+5 vs. Physical (1d8 + 5 keen dmg)
- Two-handed, melee, reach 10 feet
- *Defensive:* You can Brace without cover.

TALENTS

Vigilant Stance
Activation: ▶
While in this stance, reduce the focus cost of your Dodge and Reactive Strike reactions by 1. Additionally, you can enter another stance you know as ▷.

Combat Training
Once per round, when you miss on a weapon attack, you can graze one target without spending focus.

Additionally, when you acquire this talent, gain a weapon expertise and an armor expertise of your choice (Hammer and Breastplate), and gain a cultural expertise in Military Life.

STORMLIGHT™
CAMPAIGN SETTING

PLAYER NAME

CHARACTER NAME: Vedd
LEVEL: 1
PATHS: Warrior (Soldier)
ANCESTRY: Human

PHYSICAL			COGNITIVE			SPIRITUAL		
STRENGTH	DEFENSE	SPEED	INTELLECT	DEFENSE	WILLPOWER	AWARENESS	DEFENSE	PRESENCE
3	15	2	1	14	3	2	13	1

VEDD (WARRIOR)

RUNNING VEDD

Vedd is a grizzled veteran with nothing left to lose. In social and exploration scenes, Vedd won't usually take the lead, but his Intimidate and Perception skills are above average. Vedd shines in combat, where he's a capable melee tank.

Vedd packs a punch, but begins the adventure with no weapons. Prioritize finding a heavy weapon, such as a longspear or longsword. A heavy wooden timber can function as an improvised hammer but breaks on a Complication.

Early in a fight, use ▶ to enter Vigilant Stance. For the rest of the combat, you can take the Dodge and Reactive Strike reactions without spending focus.

If you miss an attack, your Combat Training means you can graze for free, dealing your weapon's damage die (but not your modifier).

Remember, you can always use the Recover action (▶▶). It is time-consuming, but allows you to recover 1d8 health and/or focus (divided as you wish).

ARMOR & EQUIPMENT

Leather bridge crew vest (Deflect 1)
Flask of alcohol (Horneater white)
Hand-drawn map of Sadeas's warcamp

This character doesn't start with a weapon.

MARKS 3

BACKSTORY

You are a disgraced Alethi soldier who now serves as a bridge crew member. Only one member of the crew has served for longer than you, and you have grown resigned to your fate of never leaving the bridges.

You're close to giving up hope that things can ever get better. But you recently helped a younger bridgeman escape the warcamp, and during that experience, you felt you reclaimed some of who you used to be. Ever since, you've occasionally seen a strange light zipping past you. In those moments, you feel stronger and more sure of yourself.

You feel responsibility for other members of your crew, including an older man named Doral and a Reshi kid named Jomari.

PURPOSE

Find meaning in hardship by helping those who are even less fortunate than you.

OBSTACLE

You are slow to anger, but can lose control when you succumb to rage.

GOALS

- Help the members of your crew. ○○○
- _____ ○○○
- _____ ○○○
- _____ ○○○
- _____ ○○○
- _____ ○○○
- _____ ○○○
- _____ ○○○
- _____ ○○○

CONNECTIONS

You have also drawn the attention of a strange spren. You've never gotten a clear look at it, but you have the sense that it appears (as a streak of light) in moments where your thoughts or actions are heroic and self-sacrificing.

COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
Zvynda	1
PATHS	**ANCESTRY**
Scholar (Strategist)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
1	13	2

HEALTH MAXIMUM	CURRENT	DEFLECT
11		0

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
3	16	3

FOCUS MAXIMUM	CURRENT
5	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	13	1

INVESTITURE MAXIMUM	CURRENT
0	0

2	AGILITY (SPD)	○○○○○
1	ATHLETICS (STR)	○○○○○
1	HEAVY WEAPONRY (STR)	○○○○○
3	LIGHT WEAPONRY (SPD)	●○○○○
2	STEALTH (SPD)	○○○○○
2	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

4	CRAFTING (INT)	●○○○○
4	DEDUCTION (INT)	●○○○○
3	DISCIPLINE (WIL)	○○○○○
3	INTIMIDATION (WIL)	○○○○○
6	LORE (INT)	●●●○○
4	MEDICINE (INT)	●○○○○
	_____ (___)	○○○○○

1	DECEPTION (PRE)	○○○○○
2	INSIGHT (AWA)	○○○○○
1	LEADERSHIP (PRE)	○○○○○
2	PERCEPTION (AWA)	○○○○○
1	PERSUASION (PRE)	○○○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lbs.	25 ft.	1d8	10 feet when obscured

CONDITIONS & INJURIES

EXPERTISES

Thaylen, Azish, and Alethi: You speak these languages and automatically know basic facts about their cultures. You can make Lore tests to recall related obscure information.

Archeology, Equipment Crafting, History: Recall basic facts, make Lore tests to recall obscure information.

WEAPONS

Painrial (Amplifying)
+3 vs. Physical (1d6 + 3 vital dmg)
- Fabrial (3 charges)
- On a hit, you can spend 1 charge to add your skill modifier to the damage one additional time.

Unarmed
+1 vs. Physical (2 impact dmg)

Knife
+3 vs. Physical (1d4 + 3 keen dmg)
- Discreet, melee

TALENTS

Erudition
Choose a cultural or utility expertise you don't already have (Archaeology) and choose two different cognitive skills (Lore and Medicine). When you make a test, you count as having the chosen expertise, and you count as having one additional rank of each of the chosen skills.

Strategize
After you succeed on a test to Gain Advantage using a skill gained from your Erudition (Lore or Medicine), you can choose an ally you can influence. That ally gains the benefits of your Gain Advantage action instead of you.

When you use this talent, you can also spend 2 focus to prevent the target of your Gain Advantage from using reactions against the ally you chose until the end of your next turn.

STORMLIGHT™ CAMPAIGN SETTING

CHARACTER NAME	LEVEL
Zvynda	1
PATHS	**ANCESTRY**
Scholar (Strategist)	Human

PLAYER NAME

PHYSICAL			COGNITIVE			SPIRITUAL		
STRENGTH	DEFENSE	SPEED	INTELLECT	DEFENSE	WILLPOWER	AWARENESS	DEFENSE	PRESENCE
1	13	2	3	16	3	2	13	1

Zvynda (Scholar)

RUNNING ZVYNDA

Zvynda is a brilliant scholar with a knack for problem-solving, who's always ready with a relevant piece of scientific or historical lore.

Your Strategize talent requires you to use the Gain Advantage action using one of your Erudition skills (Lore or Medicine). Roleplay a few words of advice on how your character is using their knowledge to point out vulnerabilities.

You can be fragile in combat, so Dodge (by spending 1 focus as a reaction) to give an attacking enemy a disadvantage. Once per scene, you can spend ▶▶ to use the Recover action to recover 1d8 health and/or focus.

Your borrowed painrial device can be potent when it hits. It deals 1d6 + 3 damage on a hit, but you can spend 1 charge to deal an extra 3 damage.

In between encounters, during a short rest, you can use spheres to recharge your painrial (restoring 1 charge per infused mark that you drain).

ARMOR & EQUIPMENT

Painrial*
Folding knife (knife)
Tools
- A small hammer
- Chisels of varying sizes
- Tongs and pliers

Satchel containing scholarly supplies:
- Tuning fork
- Writing reeds
- Bottle of ink
- Paper (10 sheets)
- A fabrial reference book
- 1 vial of acid (can burn through 1 square inch of stone or metal in 1d4 turns)

*Note: Your painrial is on loan from a young ardent named Rushu, one of Queen Navani Kholin's artifabrians. If it is destroyed, you will owe 750 marks to replace it.

MARKS 6

BACKSTORY

You are a scientist from the merchant kingdom of Thaylenah. After years of working as a low-level apprentice to the Vriztl Guild, you traveled to the Shattered Plains to become the ward of an Alethi scholar from the Sadeas princedom named Eliah Matal.

Brightness Matal encourages your study of history and archaeology, but your true goal is to learn more about the Stormlight-powered devices called fabrials. You hope to become an artifabrian, applying lessons from the past to guide innovative designs in the future.

PURPOSE

Express your creativity through invention.

OBSTACLE

Your intense curiosity can become a distraction from what really matters.

GOALS

Research ancient fabrial technology.	○○○
	○○○
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	○○○
	○○○
	○○○
	○○○
	○○○
	○○○

CONNECTIONS